

ABSTRACT OF THE DISCLOSURE

5 A polygon rendering device *Urend* carries out a polygon  
division process, in step S36, for generating, based on polygon  
data which specifies a polygon to be rendered, a plurality of  
partial polygon data each specifying one piece of partial polygons  
which are obtained by dividing the polygon. Then in step S37,  
a rendering process is performed based on the partial polygon data  
generated in step S36 so as to generate image data which represents  
an image of the polygon. Here, each of the partial polygons  
10 includes a plurality of triangles which respectively include a  
vertex of the polygon, and each of the triangles included in each  
of the partial polygons shares at least one edge with any one of  
the triangles included in the same partial polygon. In such a  
manner, the polygon rendering device *Urend* can render polygons  
15 at high speeds.